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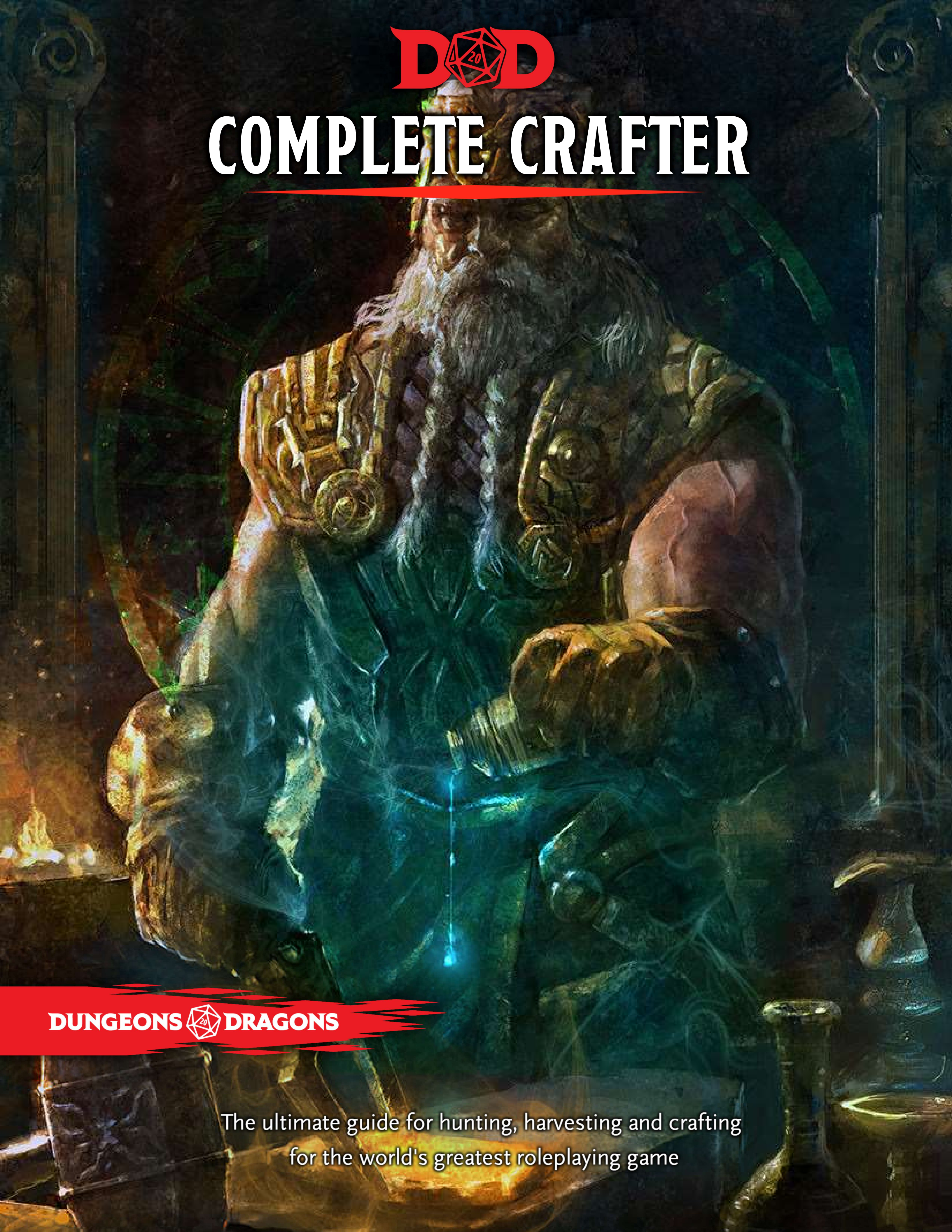

DUNGEONS & DRAGONS

The ultimate guide for hunting, harvesting and crafting
for the world's greatest roleplaying game

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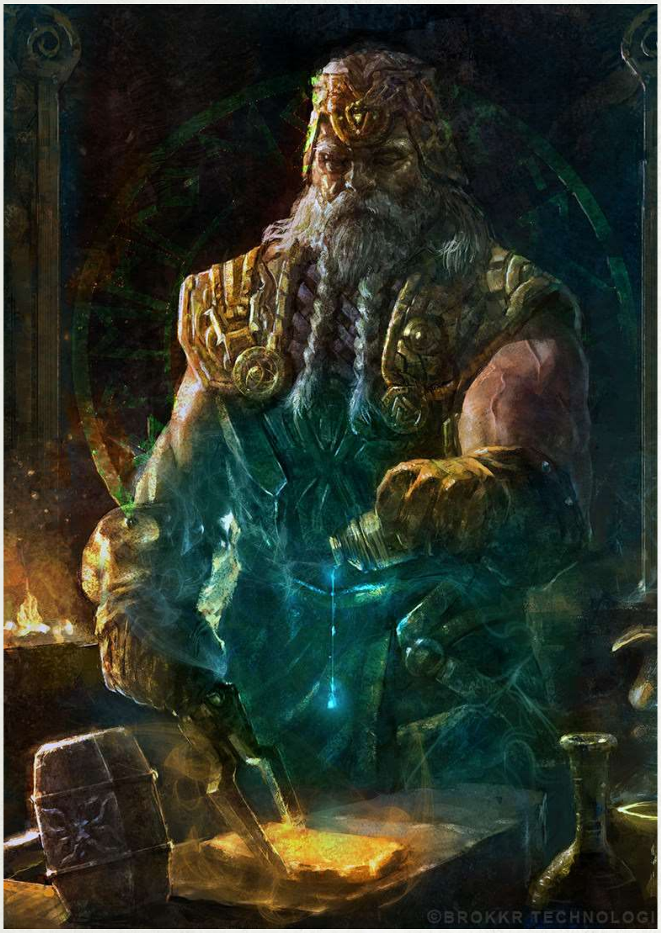
USING THIS BOOK

To use this book you will need the three basic rulebooks (*Player's Handbook, Monster Manual and Dungeon Master's Guide*). Additionally, it uses some downtime rules found in the *Xanathar's Guide to Everything*. This is not a core rulebook, but I hope it will provide you new ways to enjoy the game and for creating amazing adventures and quests for making magic items of legend and for making the crafting part more interesting for players and DMs alike.

The rules presented in this document are the newest and reworked version of the same rules found in the *City and Wild* supplement to simplify them and make those rules more modular and universal to avoid conflicts with other homebrew rules created by other brewers.



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ON THE COVER

Linhsiang illustrates a master crafter mixing an exotic essence with a heated metal to create a new magical weapon he will use in his next adventures.

Disclaimer: Aeron Drake is not responsible for the consequences of trying to hunt down an ancient red dragon in the wild without proper equipment for gathering some dragon scales. Some side effects by creating a healing potion using strange materials may include hallucinations, paranoia, sudden changes in behavior and glowing eyes.

CURRENT VERSION: 1.2

CRAFTING BASICS

DURING ADVENTURES AND TRAVELS, A character can collect and harvest a series of materials and objects to craft common and special equipment. This supplement expands the following crafting rules, which can also be found in the *Xanatar's Guide to Everything.*

CRAFTING AN ITEM

A character who has the time, the money, and the needed tools can use downtime to craft armor, weapons, clothing, or other kinds of nonmagical gear.

Resources and Resolution. In addition to the appropriate tools for the item to be crafted, a character needs raw materials worth half of the item's selling cost. To determine how many workweeks it takes to create an item, divide its gold piece cost by 50. A character can complete multiple items in a workweek if the item's combined cost is 50 gp or lower. Items that cost more than 50 gp can be completed over longer periods of time, as long as the work in progress is stored in a safe location.

Multiple characters can combine their efforts. Divide the time needed to create an item by the number of characters working on it. Use your judgment when determining how many characters can collaborate on an item. A particularly tiny item, like a ring, might allow only one or two workers, whereas a large, complex item might allow four or more workers.

A character needs to be proficient with the tools needed to craft an item and have access to the appropriate equipment. Everyone who collaborates needs to have the appropriate tool proficiency. You need to make any judgment calls regarding whether a character has the correct equipment. The following table provides some examples.

Proficiency	Items
Herbalism kit	Antitoxin, *potion of healing*
Leatherworker's tools	Leather armor, boots
Smith's tools	Armor, weapons
Weaver's tools	Cloaks, robes

If all the above requirements are met, the result of the process is an item of the desired sort. A character can sell an item crafted in this way at its listed price.

Crafting Magic Items. Creating a magic item requires more than just time, effort, and materials. It is a long-term process that involves one or more adventures to track down rare materials and the lore needed to create the item.

Potions of healing and *spell scrolls* are exceptions to the following rules. For more information, see "Brewing Potions of Healing" later in this section and the "Scribing a Spell Scroll" section, below.

To start with, a character needs a formula for a magic item in order to create it. The formula is like a recipe. It lists the materials needed and steps required to make the item.

An item invariably requires an exotic material to complete it. This material can range from the skin of a yeti to a vial of water taken from a whirlpool on the Elemental Plane of Water. Finding that material should take as part of an adventure.

The Magic Item Ingredients table suggests the challenge rating of a creature that the characters need to face to acquire the materials for an item. Note that facing a creature does not necessarily mean that the characters must collect items from its corpse. Rather, the creature might guard a location or a resource that the characters need to access to.

MAGIC ITEM INGREDIENTS

Item Rarity	CR Range
Common	1-3
Uncommon	4-8
Rare	9-12
Very Rare	13-18
Legendary	19+

If appropriate, pick a monster or a location that is a thematic fit for the item to be crafted. For example, creating a *mariner's armor* might require the essence of a water weird. Crafting a *staff of charming* might require the cooperation of a specific arcanaloth, who will help only if the characters complete a task for it. Making a *staff of power* might hinge on acquiring a piece of an ancient stone that was once touched by the god of magic—a stone now guarded by a suspicious androsphinx.

In addition to facing a specific creature, creating an item comes with a gold piece cost covering other materials, tools, and so on, based on the item's rarity. Those values, as well as the time a character needs to work in order to complete the item, are shown on the Magic Item Crafting Time and Cost table. Halve the listed price and creation time for any consumable items.

MAGIC ITEM CRAFTING TIME AND COST

Item Rarity	Workweeks*	Cost*
Common	1	50 gp
Uncommon	2	200 gp
Rare	10	2,000 gp
Very Rare	25	20,000 gp
Legendary	50	100,000 gp

*Halved for a consumable item like a potion or scroll

To complete a magic item, a character also needs whatever tool proficiency is appropriate, as for crafting a nonmagical object, or proficiency in the Arcana skill.

If all the above requirements are met, the result of the process is a magic item of the desired sort.

Complications. Most of the complications involved in creating something, especially a magic item, are linked to the difficulty in finding rare ingredients or components needed to complete the work. The complications a character might face as byproducts of the creation process are most interesting when the characters are working on a magic item: there's a 10 percent chance for every five workweeks spent on crafting an item that a complication occurs. The Crafting Complications table provides examples of what might happen.

CRAFTING COMPLICATIONS

d6	Complication
1	Rumors swirl that what you're working on is unstable and a threat to the community.*
2	Your tools are stolen, forcing you to buy new ones.*
3	A local wizard shows keen interest in your work and insists on observing you.
4	A powerful noble offers a hefty price for your work and is not interesting in hearing a no for an answer.*
5	A dwarf clan accuses you of stealing its secret lore to fuel your work.*
6	A competitor spreads rumors that your work is shoddy and prone to failure.*

*Might involve a rival

Brewing Potions of Healing. *Potions of healing* fall into a special category for item crafting, separate from other magic items. A character who has proficiency with the herbalism kit can create these potions. The times and costs for doing so are summarized on the Potion of Healing Creation table.

POTION OF HEALING CREATION

Type	Time	Cost
Healing	1 day	25 gp
Greater healing	1 workweek	100 gp
Superior healing	3 workweeks	1,000 gp
Supreme healing	4 workweeks	10,000 gp

SCRIBING A SPELL SCROLL

With time and patience, a spellcaster can transfer a spell to a scroll, creating a *spell scroll.*

Resources. Scribing a *spell scroll* takes an amount of time and money related to the level of the spell the character wants to scribe, as shown in the Spell Scroll Costs table. In addition, the character must have proficiency in the Arcana skill and must provide any material components required for the casting of the spell. Moreover, the character must have the spell prepared, or it must be among the character's known spells, in order to scribe a scroll of that spell.

If the scribed spell is a cantrip, the version of the scroll works as if the caster were 1st level.

SPELL SCROLL COSTS

Spell level	Time	Cost
Cantrip	1 day	15 gp
1st	1 day	25 gp
2nd	3 days	250 gp
3rd	1 workweek	500 gp
4th	2 workweeks	2,500 gp
5th	4 workweeks	5,000 gp
6th	8 workweeks	15,000 gp
7th	16 workweeks	25,000 gp
8th	32 workweeks	50,000 gp
9th	48 workweeks	250,000 gp

Complications. Crafting a *spell scroll* is a solitary task, unlikely to attract much attention. The complications that arise are more likely to involve the preparation needed for the activity. Every workweek spent scribing brings a 10 percent chance of a complication, examples of which are on the Scribe a Scroll Complications table.

SCRIBE A SCROLL COMPLICATIONS

d6	Complication
1	You bought up the last of the rare ink used to craft scrolls, angering a wizard in town.
2	The priest of a temple of good accuses you of trafficking in dark magic.*
3	A wizard eager to collect one of your spells in a book presses you to sell the scroll.
4	Due to a strange error in creating the scroll, it is instead a random spell of the same level.
5	The rare parchement you bought for your scrolls has a barely visible map on it.
6	A thief attempts to break into your workroom.*

*Might involve a rival

Collecting Materials

WHEN ADVENTURING, IT'S POSSIBLE TO find common and exotic materials which are used to craft new objects and gear. In this section you will find new rules for collecting materials, which can be used for crafting new weapons, armor, clothing, and other kind of gear. This document expands the crafting rules found in the downtime revisited section of the *Xanatar's Guide to Everything* to focus on the process of collecting new materials for crafting magic items.

Material Sources

When the characters are camping in a forest, exploring an abandoned mine, diving in the ocean, or surviving in a dungeon, they can also search and gather raw materials for crafting.

Every day, characters can collect materials while traveling through the wild or exploring a dungeon or a cave. These materials can be found by mining a mineral vein, gathering plants and herbs for potions and other concoctions, and harvesting or collecting creature parts for later use.

Creatures

Creature parts are mostly used as alchemical materials and for creating armor and weapons. Others take some of the creature parts as trophies and decorations for their armor and houses.

When characters hunt down or finds a dead creature they can attempt to harvest some parts for crafting and surviving. Since creatures and monsters varies in type and rarity, the characters must make a specific ability check. The Extracting Creature Parts table shows which ability check a character must make to extract some parts from a creature. The DC for harvesting a part equals to 12 plus half the creature challenge rating (creatures with a challenge rating lower than 2 don't add it to the DC).

Extracting Creature Parts

Creature Type	Ability Check
Aberration, construct, dragon, elemental, ooze	Arcana
Beast, giant, humanoid, monstrosity, plant	Nature
Celestial, fey, fiend, undead	Religion

The number of checks a character can make depends of the size of the creature. Every harvest check takes 1 hour to complete, even if the character fails the roll. Each successful check gives the character a number of units which can be used for crafting new pieces of equipment, objects, and other kind of gear.

The DM determines the number of checks the party can make for each part they want to harvest.

The DM also decides the amount of units a character get, but the number of units cannot exceed the maximum shown in the table below.

Creature Size	Maximum Checks	Maximum Units per Check
Tiny	1	1/4 unit
Small	2	1/2 unit
Medium	2	1 unit
Large	3	2 units
Huge	4	3 units
Gargantuan	5	4 units

For example, characters can make multiple checks for harvesting various units of scales from a large red dragon, but they can make only one check for harvesting the heart (which gives only 1 unit instead of two).

Creature Essence

All creatures are divided in various types, and characters can extract a unit of that essence using an *essence extraction device*. You can read more about that magic item in the New Magic Items section.

Parts Values

The value of each harvested unit goes from 1% to 50% of the experience of the creature. The harvested parts of common creatures have a value of 1% of the creature's experience, while the rarer creature's parts value is close to 50% of the creature's experience. You can determine the values of each extracted part in the following table.

Units Value

CR	Creature rarity	Unit value
6 or less	Common	1% of the creature exp.
7-12	Uncommon	5% of the creature exp.
13-18	Rare	10% of the creature exp.
19-24	Very Rare	25% of the creature exp.
25+	Legendary	50% of the creature exp.

As examples, if a character harvest one unit of feathers from a hippogriff (CR 1), the value of the feather unit will be 1% of the base experience (200 exp), which is 2 gp. A unit of pseudodragon's scales is worth 5 sp (CR 1/4), and a unit of an adult blue dragon's scales is worth 1,500 gp (CR 16).

Other Materials

In addition to the materials a character can collect from creatures, there're plenty of other sources for gathering raw materials for crafting and other uses. These materials are divided in **minerals** (like orichalcum and obsidian), **non-minerals** (like darkwood), and **plants and herbs**.

Minerals

Minerals are earthen materials used for making armor, weapons, and when using exotic materials, those pieces of gear gain special qualities.

To extract minerals, a character must use a miner's pick and make a Strenght (athletics) check. The DC for extracting ores is always 15. On a success, the character collects a number of ore units equal to 2d4 + its Constitution modifier (minimum 1 unit).

If needed, the character must make an Intelligence (Nature) check first to find a vein or a place where the ores are.

Foraging Variant: Getting Meat

While the characters can forage to survive on the wilderness, they also can hunt down and kill a creature to harvest the meat and use it as food. The meat they yield spoils after a single day if uneaten. Eating spoiled meat might require a Constitution saving throw (DC 15) to avoid throwing up the food or getting diseased.

A character can make a Wisdom (Survival) check to try to collect meat as food. The DC for the check is typically 15, but it's up to the DM to modify the DC. The amount of meat harvested is determined by the creature size, as shown in the Creature Food Yield table below.

Getting meat does not count on the maximum harvest checks you can make to harvest a creature, but doing so might destroy other parts such as the creature hide and organs.

Creature Food Yield

Creature Size	Food Gained
Tiny	1 lb.
Small	4 lb.
Medium	16 lb.
Large	32 lb.
Huge	64 lb.
Gargantuan	128 lb.

Drinking Blood

While characters can also collect blood in vials as crafting and alchemy resources, in other cases, the extreme need of water can drive someone to harvest a creature's blood and drink it to stay alive. When a character makes a Wisdom (Survival) check to collect meat as food, it can also collect a number of gallons of blood equal to half the amount of meat. A character drinking blood must make a Constitution saving throw (DC 15) to avoid vomiting.

Cooking and Purifying

Even though a character can eat meat or drink blood from any creature for nourishment, some of them can be poisonous, be diseased or cause other special effects to the character if its not prepared or cooked correctly.

Non-Mineral Materials

There're also other materials which are not ores or gemstones, such as wood, stone, and coral that can be also used to craft weapons, armor, and other kind of items and gear.

For collecting those materials, a character needs to make a Strength (Athletics) or a Dexterity check, depending on the material (DC 15). On a success, the character collects a number of units equal to 2d4 + its Constitution modifier (minimum 1).

For example, if a character wants to collect some units of darkwood, he must make a Strength (Athletics) check to cut down the tree with an axe and get the material. On a success, the character collects a number of darkwood units equals to 2d4 + its Constitution modifier.

The time used for extracting minerals and other materials equals to 1 day of downtime activity. This represents all the time the character uses to find and extract the materials.

Plants and Herbs

Plants are mostly used for creating alchemical mixtures, cooking, and in some cases for creating dyes for painting.

To gather plants, herbs and other similar resources the character must success a DC 15 Intelligence (Nature) check. On a success, the character collects a number of units equal to 2d4 + its Intelligence modifier (minimum 1 unit).

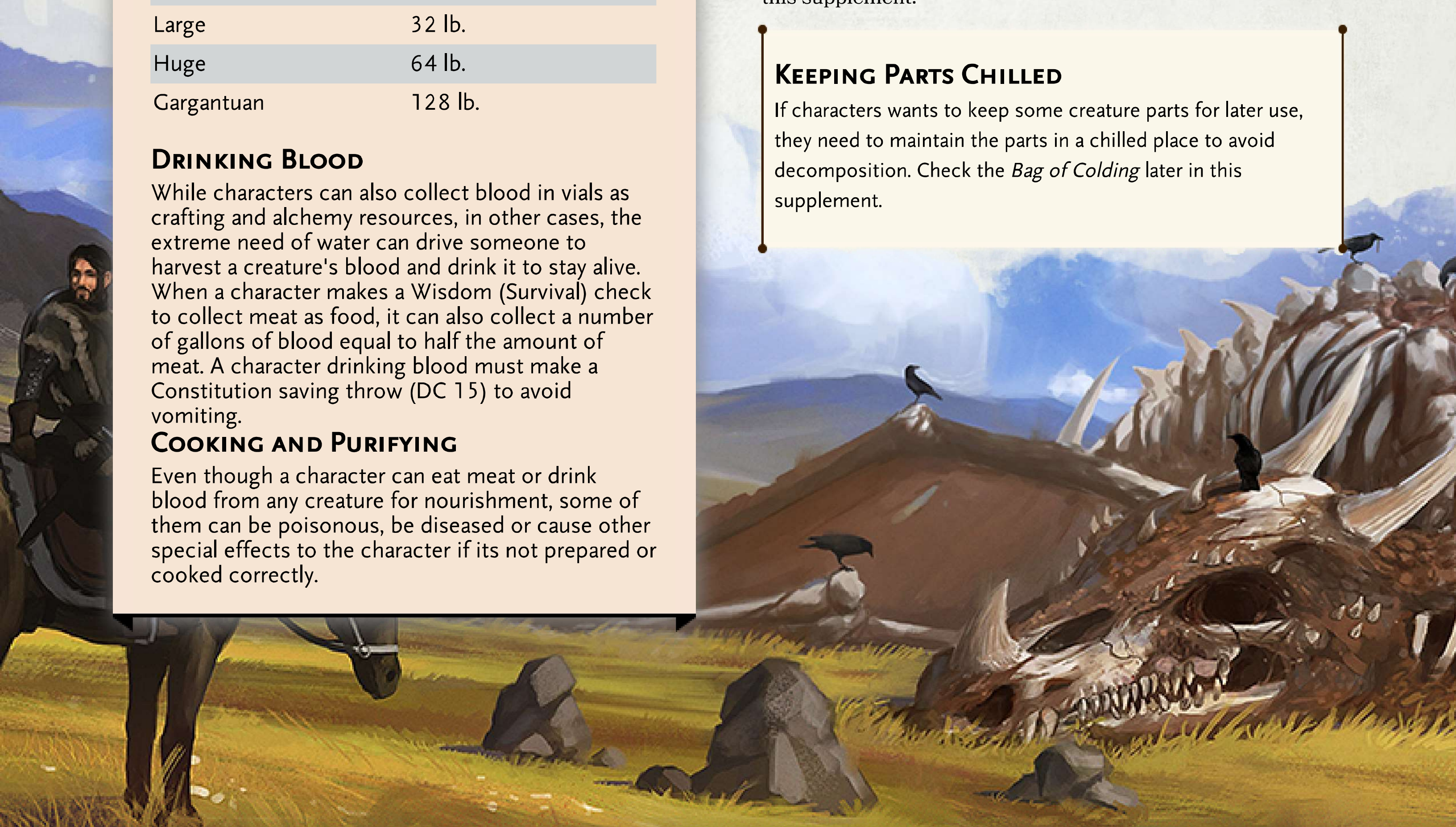
The time used for gathering equals to 1 hour for each check, and you can make a number of checks per day equal to your Intelligence modifier (minimum 1).

Buying and Selling

It's up to the DM to determine if collected materials can be sold (and in some cases, bought). The value of each unit depends of the material. For more information about special materials and values, read the material description section of this supplement.

Keeping Parts Chilled

If characters wants to keep some creature parts for later use, they need to maintain the parts in a chilled place to avoid decomposition. Check the *Bag of Colding* later in this supplement.



PLANTS AND HERBS BY AREAS

In the following tables you can see examples of plants for various environments. When a character succeeds a roll to gather plants and herbs, the DM can chose one of the following plants or roll a d20 to determine it randomly. You can read more information about each plant in the material description section.

ARCTIC

1d20	Name	Rarity
1-5	Blue herb	Common
6-10	Drojos ivy	Common
11-15	Ucre bramble	Common
16-18	White poppy	Uncommon
19	Kreet paste	Rare
20	Angel flower	Very Rare

CAVES

1d20	Name	Rarity
1-5	Twilight wormwood	Common
6-10	Blue herb	Common
11-15	Mandrake root	Common
16-18	Abyss flower	Uncommon
19	Kasuni juice	Rare
20	Blackleaf rose	Very Rare

DESERT

1d20	Name	Rarity
1-5	Drojos ivy	Common
6-10	Ellond scrub	Common
11-15	Ucre bramble	Common
16-18	Dried ephedra	Uncommon
19	Olina petals	Rare
20	Ebrium fungus	Very Rare

FORESTS

1d20	Name	Rarity
1-5	Twilight wormwood	Common
6-10	Drojos ivy	Common
11-15	Ellond scrub	Common
16-18	Blood herb	Uncommon
19	Thunderleaf	Rare
20	Wisp stems	Very Rare

LAKES, RIVERS AND OCEAN

1d20	Name	Rarity
1-5	Twilight wormwood	Common
6-10	Blue herb	Common
11-15	Mandrake root	Common
16-18	Aniseed sap	Uncommon
19	Kreet paste	Rare
20	Chromatic mud	Very Rare

MOUNTAINS

1d20	Name	Rarity
1-5	Drojos ivy	Common
6-10	Ellond scrub	Common
11-15	Mandrake root	Common
16-18	Ash chives	Uncommon
19	Kasuni juice	Rare
20	Dragontongue petals	Very Rare

PLAINS

1d20	Name	Rarity
1-5	Ellond scrub	Common
6-10	Mandrake root	Common
11-15	Ucre bramble	Common
16-18	Aniseed sap	Uncommon
19	Lunar nectar	Rare
20	Dragontongue petals	Very Rare

SWAMPS

1d20	Name	Rarity
1-5	Twilight wormwood	Common
6-10	Blue herb	Common
11-15	Ucre bramble	Common
16-18	Frenn moss	Uncommon
19	Ecire laurel	Rare
20	Spineflower berries	Very Rare

Modular Crafting

WHILE CHARACTERS CAN CRAFT A specific item (nonmagical and magical), they can also craft their own gear depending on what they want. To create an object with special materials, a character needs an amount of material units for crafting it.

As general rule, a character needs 3 units of the same material for crafting a medium-sized creature armor or clothing, and 2 units of the same material for weapons, shields, and 10 units of ammunition. For bigger creatures, the character needs twice the amount of materials used for each size increment, and for smaller creatures, the character needs only half materials per each size smaller than medium.

Since magic items are more complex and unique features, a character might require more units of the same material or some units of different materials to craft the magic item.

Material Description

In the following section you can find a list of materials, their unit value and properties. Some of this materials might have other special features. For example, an armor made with dragon bones could grant you resistance to the dragon's breath weapon damage type.

Unless the materials are used for crafting magic items, a piece of gear crafted with any of these materials is non-magical.

Creatures

There are a lot of different creatures in *Dungeons and Dragons*, and because of that, this section have some general creature parts that can be used for crafting. Feel free to create your own specific creature materials (such as using one unit of aboleth tail for crafting a magical *+2 whip*).

Bone

A series of bones joined together, mostly used by shamans and wildlings.

Unit value: Determined by the creature's CR.

Armor: Replaces the metal. While wearing a medium or heavy armor (non hide) made with bones, you gain a +3 bonus to Charisma (Intimidation) checks you make.

Weapon: Replaces the metal and wood.

Chitin

These flexible shells of chitinous creatures such as giant crabs or remorhaz are used to craft armors, known to be lighter than metallic armors.

Unit value: Determined by the creature's CR.

Armor: Replaces the metal. While wearing a medium armor (non hide) made with chitin, the armor's dexterity bonus increases by 1.

Heavy armors made with chitin reduce the Strength requirement by 1.

Creature Essence

All creatures are different, but they're grouped up in types which determines their fundamental nature.

Unit value: Determined by the creature's CR.

Weapon: Can be used to craft specific slaying weapons such as an *arrow of dragon slaying.*

Other: Can be used to craft specific potions, alchemical concoctions, and magic items such as a *brazier of commanding fire elementals.*

Ellond Hide

This brown-orange hide is harvested from desert and dry areas creatures.

Unit value: Determined by the creature's CR.

Armor: While wearing clothing or a hide armor made with ellond hide, fire damage you take is reduced by 3.

Harvested ellond hide from a CR 9 or higher creature can be used to craft a *hide armor of fire resistance.*

MONSTER FEATHERS

Hippogriffs, Rocs, giant eagles and other flying creatures have beautiful feathers used to show their majesty.

Unit value: Determined by the creature's CR.

Armor: While wearing clothing or any non-metallic armor made with monster feathers, you gain a +3 bonus to Wisdom (Animal Handling) checks you make.

Other: Harvested monster feathers from a CR 9 or higher creature can be used to craft a *Quaal's feather token.*

MONSTER SCALES

Scales harvested from creatures, with a variety of colors, shapes and sizes.

Unit value: Determined by the creature's CR.

Armor: Replaces the metal. Used to craft a scale mail armor.

Harvested monster scales from a CR 13 or higher dragon can be used to craft a *dragon scale mail.*

SHADOWSILK

This black semi-transparent silk is carefully made by underground spiders and spider-like creatures.

Unit value: Determined by the creature's CR.

Armor: While wearing clothing or any non-metallic armor made with shadowsilk, you gain a +3 bonus to Dexterity (Stealth) checks you make in lightly obscured areas (such as tree shadows).

Harvested shadowsilk from a CR 13 or higher creature can be used to craft a *cloak of arachnida*.

MINERALS

ADAMANTINE

A shiny black metal, known as one of the hardest substances in existence.

Unit value: 250 gp.

Armor: Used to craft the *adamantine armor.*

Weapon: When you hit an object with an adamantine weapon or piece of ammunition, the hit is a critical hit.

ASMOROCH STEEL

A black scorched-like metal which is cold to touch.

Unit value: 500 gp

Armor: Used to craft an *armor of necrotic resistance* (metallic armor only)

Weapon: Used to craft necrotic damage dealing weapons, such as the *sword of life stealing.*

COLD IRON

This iron is worked entirely while cold, known for its effectiveness against fey and demonic creatures.

Unit value: 100 gp

Weapons: When you hit a fey or a fiend with a cold iron weapon, you can roll the damage again and use either result.

DARKSTEEL

A darkened blue metal that only forms in areas affected by thunderstorms, known for having that energy inside of it.

Unit value: 250 gp.

Armor: Used to craft an *armor of lightning resistance* (metallic armor only).

Weapons: Used to craft lightning damage dealing weapons, such as the *javelin of lightning.*

Other: Used to craft lightning damage dealing magic items, such as the *wand of lightning bolt.*

DWARVENSTONE

This marble-like ore is used by dwarves to create their ceremonial armor for the defenders of their cities, even though is heavier and bulkier than other metallic armors.

Unit value: 500 gp

Armor: Used to craft a *dwarven plate.*

INFERNAL STEEL

A blood red metal found in the infernal planes which is very resistant and captures the hot and flames.

Unit value: 750 gp

Armor: Used to craft an *armor of fire resistance* (metallic armor only) or a *demon armor.*

Weapon: Used to craft fire damage dealing weapons, such as the *flame tongue.*

Other: Used to craft fire damage dealing magic items, such as the *staff of fire.*

MITRHAL

This white-silver metal is lighter and flexible than common steel.

Unit value: 250 gp

Armor: Used to craft the *mithral armor.*

Weapon: Two handed weapons made with mithral lose the heavy property and all the other weapons gain the light feature.

ORICHALCUM

This bronze orange metal is used to absorb the essence of magic.

Unit value: 500 gp

Armor: Used to craft an *armor of force resistance* (metallic armor only).

Other: Used to craft anti-magic items, such as the *ring of mind shielding.*

PLAGUESTEEL

This ancient mossy-like metal has small spores floating around it.

Unit value: 250 gp

Weapon: Used to craft poison damage dealing weapons, such as the *dagger of venom.*

Other: Used to craft poison damage dealing magic items, such as the *staff of the adder.*

STELLAR IRON

A white bright metal, soft on touch but very resistant, known for being used by celestial beings.

Unit value: 750 gp

Armor: Used to craft an *armor of radiant resistance* (metallic armor only).

Weapon: Used to craft radiant damage dealing weapons, such as the *sun blade.*

Non-Minerals

Aerocrystal

A light blue, glass-like crystal known for creating quick, precise weapons.

Unit value: 500 gp

Weapon: You can use your Dexterity modifier for attacks and damage made with an aerocrystal weapon.

Coral

Mostly used by sea and waterborne creatures to create their weapons and armors.

Unit value: 100 gp

Armor: Replaces the metal. While wearing a medium or heavy armor (non hide) made with coral, you speed while swimming increases by 10 feet.

Weapons: Any melee weapon made with coral doesn't have disadvantage on the attacks rolls while underwater.

Darkwood

This piece of wood is as hard as normal wood but very light.

Unit value: 100 gp

Armor: Replaces the metal of any medium or heavy armor.

Eternal Ice

This cold white-blue block of ice resist high temperatures, being unable to melt in normal conditions.

Unit value: 500 gp

Weapon: Used to craft cold damage dealing weapons, such as the *frost brand*.

Other: Used to craft cold damage dealing magic items, such as the *staff of frost*.

Ignum

This black semi-translucent stone have some lava-like glowing and flowing inside of it.

Unit value: 500 gp

Weapon: Used to craft fire damage dealing weapons, such as the *flame tongue*.

Infernal Leather

A reddish hard leather created in the infernal planes.

Unit value: 750 gp

Armor: Used to craft an *armor of fire resistance* (leather or studded leather).

Leafweave

Alchemically processed leaves that are hard as leather, used also as camouflage.

Unit value: 100 gp

Other: Used to craft the *boots of elvenkind* and the *cloak of elvenkind*.

Obsidian

This black to deep purple glass-like stone is known to be very sharp.

Unit value: 250 gp

Armor: While wearing a medium or heavy armor (non hide) made with obsidian, when an enemy tries to grapple you, it takes 1d4 slashing damage.

Weapons: Used for crafting the *sword of sharpness*.

Shadowfell Linen

A dark and purple linen found in the shadowfell.

Unit value: 750 gp

Armor: Used to craft an *armor of psychic resistance* (leather or studded leater).

Spiritual wood

This cyan-like wood has a natural connection with the magic.

Unit value: 250 gp

Armor: Replaces the metal of any medium or heavy armor. While wearing an spiritual wood armor, you gain a +3 bonus to concentration checks to maintain a spell.

PLANTS AND HERBS

ABYSS FLOWER

A dark pink flower with a thorny stem used to create poisons.

Unit value: 10 gp

Alchemy: Used to craft the poison called *malice*.

ANGEL FLOWER

This tiny white yellow flower is found in mountains near rocks and stones.

Unit value: 40 gp

Alchemy: Used to craft *potions of flying*.

ANISEED SAP

This amber like fluid is known for its resistance against cold.

Unit value: 10 gp

Alchemy: Used to craft *potions of cold resistance*.

ASH CHIVES

This plant grow in clumps from underground bulbs and produce round, hollow gray leaves.

Unit value: 10 gp

Alchemy: Used to craft the poison called *burnt othur fumes*.

BLACKLEAF ROSE

This blood red rose have a black stem with small reddish thorns.

Unit value: 40 gp

Alchemy: Used to craft the poison called *midnight tears*.

BLOOD HERB

A dark red herb found in forests, with a similar shape to the blue herb.

Unit value: 5 gp

Alchemy: Used to craft *potions of poison*.

BLUE HERB

A medicinal dark blue herb that grows in almost every terrain near water sources like rivers and lakes.

Unit value: 5 gp

Alchemy: Used to craft *potions of healing*.

CHROMATIC MUD

This rare mud can be found near oceans, and it reflects the light from any light source, glowing faintly.

Unit value: 40 gp

Alchemy: Used to craft *oils of sharpness*.

DRAGONTONGUE PETALS

These golden petals are spicy when eaten, giving a similar effect as drinking firewater.

Unit value: 10 gp

Alchemy: Used to craft *potions of fire breath*.

DRIED EPHEDRA

A brown shrub found in warm arid regions which has tiny scale-like leaves.

Unit value: 10 gp

Alchemy: Used to craft *potions of fire resistance*.

DROJOS IVY

A purple climbing or ground-creeping woody plant used by animals and humanoids as natural ropes in jungles and forests.

Unit value: 5 gp

Alchemy: Used to craft *potions of climbing*.

EBRIUM FUNGUS

This brown fungus is known by its strong odor and potent poison when dried and grinded.

Unit value: 40 gp

Alchemy: Used to craft the poison called *torpor*.

ECIRE LAUREL

An aromatic evergreen shrub with green, glabrous leaves that grows in swamps.

Unit value: 20 gp

Alchemy: Used to craft *potions of poison resistance*.

ELLOND SHRUB

A dried looking woody plant which is smaller than a tree and has several main stems arising at or near the ground.

Unit value: 5 gp

Alchemy: Used to craft alchemist's fire

FRENN MOSS

A blue gray moss that grows in swamps and marshes.

Unit value: 10 gp

Alchemy: Used to craft the poison called *essence of ether*.

KASUNI JUICE

A white dense liquid extracted from the spherical flower of a Kasuni plant.

Unit value: 20 gp

Alchemy: Used to craft *oils of slipperiness*.

KREET PASTE

A thick viscous fluid extracted from a Kreet mushroom, found in humid cold places.

Unit value: 20 gp

Alchemy: Used to craft *potions of greater healing*.

LUNAR FLOWER

The nectar from this white tiny flower can only be harvested under moonlight.

Unit value: 20 gp

Alchemy: Used to craft *potions of force resistance*.

MANDRAKE ROOT

This root have small air bags inside of it, and when the root is squished the air sounds like screams for a few seconds.

Unit value: 5 gp

Alchemy: Used to craft *potions of thunder resistance*.

OLINA PETALS

These pink petals have small bright red dots, known for its venomous properties.

Unit value: 20 gp

Alchemy: Used to craft the poison called *pale tincture*.

SPINEFLOWER BERRIES

Small purple brown berries that grows in the center of the spineflower, a rare plant with sharp petals and a stem filled with spines.

Unit value: 40 gp

Alchemy: Used to craft *potions of superior healing.*

THUNDERLEAF

These yellow leaves are soft to touch and known for never fell from a thundertree because of wind.

Unit value: 20 gp

Alchemy: Used to craft *potions of flying.*

TWILIGHT WORMWOOD

A purple gray fibrous plant with straight stems, growing up to 3 feet tall. The leaves are spirally arranged, and they're known for their poisonous properties.

Unit value: 5 gp

Alchemy: Used to craft basic poison vials.

UCRE BRAMBLE

A white rough tangled prickly shrub with thorny stems that grows in almost every plain, no matter the temperature.

Unit value: 5 gp

Alchemy: Used to craft *potions of radiant resistance.*

WISP STEMS

This tiny flower looks like a bright blue dandelion seed head. Even though it looks pretty, the stem is the only usable part for alchemical concoctions.

Unit value: 40 gp

Alchemy: Used to craft *potions of vitality.*

WHITE POPPY

A beautiful white flower that grows up to 4 feet tall and it have 5 petals, giving it a small star shape.

Unit value: 10 gp

Alchemy: Used to craft *potions of growth.*

OPTIONAL RULES: MATERIAL RESISTANCE

Every non-magical armor or weapon made with special materials have a number of **resistance points**. If the points are reduced to 0, the piece of equipment is broken and you need to repair it to use it again.

The points are reduced in the following events:

- When you make an attack with a weapon made with a special material and you roll a 1, the resistance points of the weapon are reduced by 1 point.
- When you take a critical hit from an opponent, it reduces your armor resistance points by 1.

Each reduced point also reduces the attack bonus and damage dealt for weapons, and the AC for armors. In the following table you can see how many resistance points have a special material depending on the material value. A material that replaces any of the materials mentioned in the table uses the resistance of the replaced material (for example, a coral armor uses the metal resistance points)

RESISTANCE POINTS BY VALUE

Material Value	Clothing, non-metallic	Wood	Metal
100 or less	2	3	4
101 - 500	3	4	5
501 - 1.000	4	5	6
1.001 or more	5	6	7

REPAIRING EQUIPMENT

If you want to repair a piece of equipment made with a special material, you need to make a tools check using the required artisan tools. **The DC equals to 8 + total amount of reduced points**.

Depending on what you're trying to repair, you need to use a number of units of the same material, as shown in the following table.

Equipment type	Number of Material Units
Armor	2 units
Weapon	1 unit

If you pass the check, the equipment is repaired completely. If you fail the check, you can make another check when you finish a long rest.

COMMON ITEMS RESISTANCE

You can also apply this rules to common materials like iron and wood. Determine the resistance points using the market value of the items, and for repairing them you will need units of iron, wood, or any other common material.

NEW MAGIC ITEMS

In this section you will find new magic items for your adventures. At the end of this part, you will find some guidelines for creating your own magic items using a modular system to determine the item properties and rarity.

BAG OF COLDING

Wondrous item, rare

This white leather bag is a variant of the *Bag of Holding*. The bag itself it's imbued magically to keep everything inside of it at 40 degrees Fahrenheit, allowing keeping any perishable chilled and freshed. The bag can hold up to 250 pounds, not exceeding a volume of 64 cubic feet.

DRAGONBONE WEAPON

Weapon (any), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this weapon.

When you hit with an attack using this magic weapon, the target takes an extra 1d6 damage. The damage type that is determined by the kind of dragon that provided the bones (see the table). In addition,

Dragon	Damage Type	Dragon	Damage Type
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

DRAGONPLATE ARMOR

Armor (plate), very rare (requires attunement)

A dragonplate armor is made of the bones of one kind of dragon.

While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the bones (see the table).

Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest dragon within 30 miles of you that is of the same type as the armor. This special action can't be used again until the next dawn.

Dragon	Resistance	Dragon	Resistance
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

EBONY BOW

Weapon (longbow), very rare (requires attunement)

This dark bow was created by an old vampire in a dark ritual using the blood of his ancestor.

You gain a +2 bonus to attack and damage rolls made with this weapon.

When you hit with an attack using this magic weapon, you deal an additional 1d6 necrotic damage and you regain hit points equal to half the total damage dealt (minimum 1).

Curse. This bow is cursed, ad becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the bow, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.

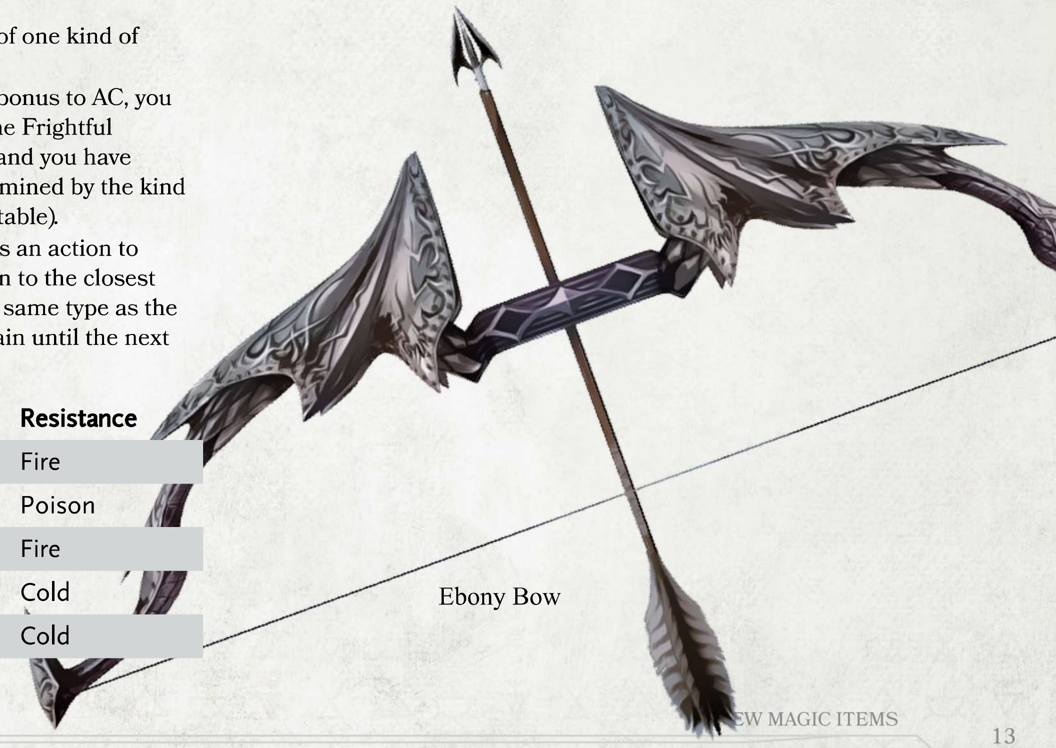
Every day you must drink at least a gallon of humanoid fresh blood. For each day you don't drink, you gain 1 level of exhaustion. Finishing a long rest after drinking one gallon of blood reduces your exhaustion level by 1. If you die because of exhaustion, you become a vampire spawn on the next moonlight.

ESSENCE EXTRACTION DEVICE

Wondrous Item, Uncommon

This device looks is a leather bracer with a small syringe on the side. It allows its wearer to extract a creature's essence and store it in an empty glass vial connected behind the syringe.

It has 3 charges, and it regains 1d3 expended charges daily at dawn. When you make a check for harvesting a creature, you can extract one unit of the creature's essence. Additionally, if you have a creature part, you can expend 1 charge to transform that part into one unit of the creature's essence.



Ebony Bow

GHOST WEAPON

Weapon (any weapon), uncommon (requires attunement)

This spectral blades are carried by ghosts, wraiths and other incorporeal undeads. The weapon weights only 1 pound, and can be sworn only by the creature attuned to it.

A ghost weapon deals necrotic damage instead of its normal damage, and when you hit with an attack using this magic weapon, you deal an additional 2d4 necrotic damage.

GLOVES OF CRAFTING

Wondrous item, uncommon

These leather gloves have a hammer and an anvil embroidered on each palm, and allows it's owner to craft items faster. While you're wearing the gloves, you count as two characters when you craft an item, reducing the crafting time to half (rounded up).

MASK OF THE MEDUSA

Wondrous Item, Rare (requires attunement)

While wearing this mask, you can use an action to cast the *flesh to stone* spell (save DC 13). You can cast the spell twice per dawn, and you regain any expended uses daily at dawn.

SUNHALLOWED SPEAR

Weapon (spear), legendary (requires attunement by a creature of good alignment)

You gain a +3 bonus on attack and damage rolls made with this magic weapon. If you throw the spear, it flies back to your hand immediately after the attack.

When you hit with an attack using this magic weapon, you deal an additional 1d10 radiant damage. If the target is evil aligned, that creature takes an extra 1d10 radiant damage.

POTION OF MANA

Potion, rarity varies

This blue liquid is created using the essence of magic. When you drink this potion, you gain a number of points you can use to regain spell slots you already used. The number of points depends on the potion's rarity, as shown in the mana potions table.

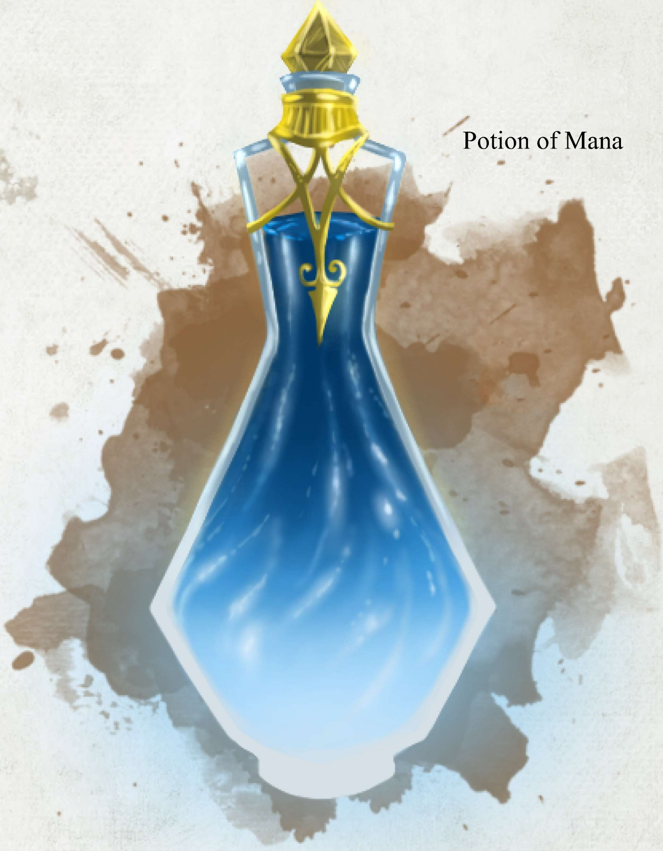
MANA POTIONS

Potion of...	Rarity	Points
Mana	Uncommon	1d4+1
Greater mana	Rare	2d4 + 2
Superior mana	Very Rare	3d4 + 4

In the following table you can see how many points you need to spend for recovering a spell slot. When you use the potion, you must distribute the points immediately. You can recover any number of used spell slots if you have enough points to do so, and every point left is lost. You can only recover 5th-level or lower expended spell slots.

SPELL SLOTS PER POINTS

Spell Slot	Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7



Potion of Mana

MODULAR MAGIC ITEMS

EVERY MAGICAL ITEM HAVE SPECIAL properties which can go from dealing additional damage, giving resistance to a particular damage type, allowing a character to cast spells, increase their attributes and more. This section gives both players and DMs some guidelines to create custom magic items, which can also be crafted using the previous rules.

The character level determines the recommended levels a character should have to gain access to a specific tier. For example, a 3rd level character should have a tier 1 item, while a 9th level character can have a tier 3 item or lower.

Character Level	Item Tier	Properties' Rarity
1st-4th	Tier 1	Minor
5th-8th	Tier 2	Uncommon
9th-12th	Tier 3	Rare
13th-16th	Tier 4	Very Rare
17th-20th	Tier 5	Legendary

ITEM TIERS

Any magic item created using this rules have an item tier, which determines the number and rarity of properties for that item. For more information about uncommon and rarer properties, see the "Item Properties" section, below.

A tier 1 item only have a minor property, and tier 2 and higher items can also have one minor property that gives a simple feature or effect to it for free. You can choose this property from the What Minor Property Does It Have? table found in the page 143 of the *Dungeon's Master Guide.*

The following table shows the properties rarity for magic items for every tier.

PROPERTIES RARITY PER TIER

Tier	Property 1	Property 2	Property 3
Tier 1	Minor	-	-
Tier 2	Uncommon	Uncommon	-
Tier 3	Rare	Rare	-
Tier 4	Very Rare	Rare	Uncommon
Tier 5	Legendary	Very Rare	Rare

ITEM PROPERTIES

In the following tables you can find various magical properties divided by type. It's up to the DM to determine if an item can have the same property multiple times and if its possible to add a property to a particular item. For example, a character can't add the Armor I property twice to a tier 3 magic armor, and that character cannot add the Weapon II or Vampiric II properties since an armor isn't made for dealing damage.

SPELLS AND CHARGES

If an item has the charges or spell properties, the creator must decide which spell wants to add when creating the item. The character must have proficiency in the Arcana skill and must provide any material components required for the casting of the spell. Moreover, the character must have the spell prepared, or it must be among the character's known spells, in order to add that spell to the item.

For items with the Spell property, a character can choose only one spell to add. The spell level is determined by the property rarity. For example, an item that have the Spell III property with the *lightning bolt* spell, that spell will be casted as a 7th-level spell every time a character uses it.

For items with charges, a character can choose to add various spells. The number of spells and the spell level is determined by the rarity of the property, as shown in the following table.

Property	Number of Spells	Maximum Spell Level
Charges I	1	1st
Charges II	2	3rd
Charges III	3	5th
Charges IV	4	6th

Each charge equals to 1 spell slot level. For example, expending 1 charge allows the character to cast a 1st-level spell the item have, and expending 5 charges allows the character to cast a 5th-level spell the item have.

UNCOMMON PROPERTIES

Property	Description
Ability Increase I	Increase an Ability Score to 16
Charges I	The item has 3 charges (DC 11). It regains 1d3 expended charges daily at dawn
Damage I	The item deals an extra 1d4 damage
Movement I	The item grants a climbing or swimming speed equal to the walking speed
Permaspell I	You can cast one cantrip at will (DC 11)
Skill I	The item grants a +5 bonus to one skill
Slayer I	The item deals an extra 2d6 damage against a specific creature type
Spell I	You can cast a spell at 3rd level once per long rest (DC 11)
Vampiric I	On a critical hit, you regain 1 hitpoint
Weapon I	You gain a +1 bonus on attacks and damage rolls

Rare Properties

Property	Description
Ability Increase II	Increase an Ability Score to 18
Armor I	The item grants you +1 AC
Charges II	The item has 5 charges (DC 13). It regains 1d4 expended charges daily at dawn
Damage II	The item deals an extra 1d6 damage
Defense I	Damage that you take from one damage type is reduced by 3 (minimum 1)
Light II	The item shed bright light in a 40-foot radius and dim light for an additional 40 feet
Permaspell II	You can cast one 1st-level spell at will (DC 13)
Returning	The item has the thrown property (20/60) and it flies to your hand after attacking
Sentinel II	The item glows faintly when a creature of a specific type is near (240 feet or less)
Skill II	The item grants advantage to one skill check
Slayer II	The item deals an extra 3d6 damage against a specific creature type
Spell II	You can cast a spell at 6th level once per long rest (DC 13)
Vampiric II	On a critical hit, you regain hitpoints equal to half the damage dealt (minimum 1)
Weapon II	You gain a +2 bonus on attacks and damage rolls

Very Rare Properties

Property	Description
Ability Increase III	Increase an Ability Score to 20
Armor II	The item grants you +2 AC
Charges III	The item has 7 charges (DC 15). It regains 1d6 expended charges daily at dawn
Damage III	The item deals an extra 1d8 damage
Defense II	You gain resistance against one damage type
Light III	The item shed bright light in a 80-foot radius and dim light for an additional 80 feet
Permaspell II	You can cast one 2nd-level spell at will (DC 15)
Spell III	You can cast a spell at 7th level once per long rest (DC 15)
Vampiric III	On a hit, you regain hitpoints equal to half the damage dealt (minimum 1)
Weapon III	You gain a +3 bonus on attacks and damage rolls

Legendary Properties

Property	Description
Ability Increase IV	Increase an Ability Score to 22
Armor III	The item grants you +3 AC
Charges IV	The item has 9 charges (DC 17). It regains 1d6+2 expended charges daily at dawn
Damage IV	The item deals an extra 1d10 damage
Defense III	You gain immunity against one damage type
Permaspell III	You can cast one 3rd-level spell at will (DC 17)
Spell IV	You can cast a spell at 8th level once per long rest (DC 17)

Crafting Modular Magic Items

If the DM allows it, a character can craft these items. To do so, determine the item rarity first, then, follow the downtime rules found in the *Xanathar's Guide to Everything* to set the CR range, workweeks and gold cost for each item.

Evolving Items

You can use the modular magic item rules for creating an item that will evolve with a specific character. First, make sure to give something to the item so it makes the character the only one to use it, such as adding a class prerequisite for attuning to the item. You can also link it with the character's story and important events, like being the weapon his father used when he was an adventurer.

Evolving Requirements

To evolve an item to a tier, the character must be at least at the minimum level required for each tier to evolve the item. For example, a 7th level character cannot evolve his or her magic item to tier 3 until reaching 9th level.

Additionally, even if a character has level to evolve the item to the next tier, it's up to the DM to determine an additional task or a triggering event to allow the item to evolve. This requirement gives a bit of background to the item, and also allows the DM to create some special quests to discover the item hidden features. Here're some sample requirements you can use:

- The character must slay a number of creatures with the weapon.
- The item must be placed on the altar found in the top of an abandoned wizard tower.
- The character must gain a deity's favor.
- The character must defeat an old enemy of the weapon maker.
- The item evolves after saving a group of innocents from a dark ritual.
- The character must execute a light (or dark) ritual.
- The item evolves when the character makes a big sacrifice for a personal cause.

ITEM TIERS AND EVOLVING ITEMS

Whenever an item evolves into a new tier, you can upgrade the properties to a rarer level following the same table from the Item Tiers section.

Tier 2. When it evolves to this tier, you can add two uncommon special properties to the item.

Tier 3. When it evolves to this tier, you can upgrade the uncommon special properties to rare special properties.

Tier 4. When it evolves to this tier, the item gains an extra uncommon special property and you can upgrade one rare special property to a very rare special property.

Tier 5. When it evolves to this tier, you can upgrade one uncommon special property to a rare special property, one rare special property to a very rare special property, and one very rare special property to a Legendary property

TAKING AND REPLACING PROPERTIES

Since this rules are based on evolving the weapon properties instead of changing them to other, I don't recommend replacing one property with another at higher tiers, but it's up to you if you want to do so. For example, replacing the *Damage II* property with the *Vampiric III* property when evolving to tier 4.

A reason for replacing properties could be related with the item background story or a very particular event, such as discovering that the item contains the soul of an evil creature, replacing the "good-aligned" properties when the soul is awakened, like replacing the Light I property to a Damage I property (necrotic) for a weapon.

Alternatively, you can avoid taking one property at the beginning rarity, and then take a rarer property at higher tiers. For example, when creating an armor, you only choose the Ability Increase I property and left the second property empty at tier 2. Then, when the armor evolves to tier 3, you upgrade the Ability Increase to II and you also pick the Armor I for the second property.

TRIGGERING EVENT EXAMPLE

A 3rd level character is rewarded with Igni, a longsword used by his family for generations to defend the city against evil.

- Since he is a 3rd level character, the weapon is at tier 1, so it's just a basic longsword with a nice name, a background history, and the Guardian minor property (for now).

The character continues its adventures using the longsword, and after some adventures he reaches level 5. In this moment, his father tells him that the longsword has special abilities, and the character needs to prove himself worthy to unleash those abilities. For this, he must destroy an old fire elemental that attacked the city years ago.

- In this case, the character have the first requirement completed (reach level 5 to evolve the weapon to tier 2), but the weapon will not evolve until the character kills the fire elemental mentioned by his father.

After reaching 6th level, the character decides to enter the elemental lair and fight with the creature, and at the moment he destroys the elemental, the essence of the creature is drained by the longsword, and with that the weapon evolves to tier 2, giving the weapon a +1 to attack and damage and an extra +1d4 fire damage on a hit.

EVOLVING WEAPON EXAMPLE

IGNI (TIER 1)

Weapon (longsword), common (requires attunement)

Same stats as the longsword found in the *Player's Handbook*, plus the guardian minor property (+2 on initiative rolls if the bearer isn't incapacitated).

IGNI (TIER 2)

Weapon (longsword), uncommon (requires attunement)

When a character evolves Igni to this tier, apply the following changes to the item's traits:

- You gain a +1 on attack and damage rolls made with this weapon. Additionally, when you hit with an attack using this weapon, the target takes an additional 1d4 fire damage.

IGNI (TIER 3)

Weapon (longsword), rare (requires attunement)

When a character evolves Igni to this tier, apply the following changes to the item's traits:

- Increase the bonus to attack and damage rolls to a +2
- The fire damage dealt by attacks with this weapon increases to 1d6.

IGNI (TIER 4)

Weapon (longsword), very rare (requires attunement)

When a character evolves Igni to this tier, apply the following changes to the item's traits:

- The fire damage dealt by attacks with this weapon increases to 1d8.
- As an action, you can cast the *fireball* spell at 3rd level (DC 11). After using this ability, you need to finish a long rest.

IGNI, SOUL OF THE FIRE (TIER 5)

Weapon (longsword), legendary (requires attunement)

When a character evolves Igni to this tier, apply the following changes to the item's traits:

- Increase the bonus to attack and damage rolls to a +3
- The fire damage dealt by attacks with this weapon increases to 1d10.
- As an action, you can now cast the *fireball* spell at 6th level (DC 13). After using this ability, you need to finish a long rest.

PARTS BY CREATURE

In the following section you will find some example materials a character can get from creatures. This list doesn't includes weapons, armor, or any kind of gear the creature have. Instead, the list can help players and DMs to determine what they can harvest from each creature. Remember that every creature have 1 unit of the creature type essence that can be extracted using a *essence extraction device*.

The list also includes the total amount of each part a character can harvest. This list doesn't consider bones, meat, blood, or common organs. Some creatures have particular organs listed because they grant benefits or features to the creature, such as the essential organ that gives a dragon its breath weapon. Read the Collecting Materials section to see how many harvest checks the characters can make per creature.

AARAKOCKRA

- 1 unit of aarakockra feathers

ABOLETH

- 1 unit of aboleth brain
- 4 units of aboleth hide
- 1 unit of aboleth mucous
- 1 unit of aboleth tail
- 1d4 units of aboleth teeth
- 3 units of aboleth tentacles

ANGELS

DEVA

- 1 unit of deva feathers

PLANETAR

- 4 units of planetar feathers

SOLAR

- 4 units of solar feathers

ANKHEG

- 1 unit of ankheg acid
- 4 units of ankheg carpace
- 2 units of ankheg claws
- 1 unit of ankheg mandibles

AZER

- 1 unit of azer heart

BANSHEE

- 1 unit of banshee ectoplasm
- 1 unit of banshee dust

BASILISK

- 2 units of basilisk eyes
- 2 units of basilisk hide
- 1d4 units of basilisk teeth

BEHIR

- 4d4 units of behir claws
- 1 unit of behir essential organ
- 9 units of behir hide

BEHOLDERS

BEHOLDER

- 1 unit of central beholder eye
- 2 units of small beholder eyes

DEATH TYRANT

- 3 units of death tyrant ectoplasm

SPECTATOR

- 1 unit of central spectator eye
- 1 unit of small spectator eyes

BLIGHTS

NEEDLE BLIGHT

- 1 unit of needle blight roots

TWIG BLIGHT

- 1 unit of twig blight roots

VINE BLIGHT

- 1 unit of vine blight roots

BULETTE

- 2 units of bulette claws
- 2 units of bulette scales

CAMBION

- 1 unit of cambion wings
- 1 unit of fiend heart

CARRION CRAWLER

- 2 units of carrion crawler tentacles
- 1 unit of carrion crawler mucus

CHIMERA

- 2 units of chimera claws
- 1 unit of young red dragon essential organ
- 1 unit of young red dragon scales
- 4 units of young red dragon wings

CHUUL

- 2 units of chuul carpace
- 1 unit of chuul tentacles
- 2 units of chuul pincers

CLOAKER

- 1 unit of cloaker eyes
- 2 units of cloaker hide
-

COCKATRICE

- 1 unit of cockatrice hide

COUATL

- 1 unit of couatl feathers
- 1 unit of couatl hide
- 1 unit of couatl venom sac

Cyclops
- 1 unit of cyclops eye
- 2d4 units of cyclops toes

Darkmantle
- 1 unit of darkmantle hide
- 1 unit of darkmantle tentacles

Death Knight
- 1 unit of death knight heart

Demilich
- 1/4 units of demilich ectoplasm

Demons

Barlgura
- 2 units of barlgura hide

Chasme
- 2 units of chasme carpace
- 2 units of chasme wings

Dretch
- 1 unit of dretch fetid cloud sac

Glabrezu
- 2 units of glabrezu carpace
- 2 units of glabrezu claws

Goristro
- 6 units of goristro hide
- 2 units of goristro horns

Hezrou
- 2 units of hezrou claws
- 1 unit of hezrou essential organ (stench)

Marilith
- 2 units of marilith snake tail

Nalfeshnee
- 2 units of nalfeshnee tusks
- 2 units of nalfeshnee wings

Shadow Demon
- 1 unit of shadow demon dust

Vrock
- 4 units of vrock hide
- 1 unit of vrock spores
- 2 units of vrock wings

Yochlol
- 1 unit of yochlol eye
- 1 unit of yochlol slime

Devils

Barbed Devil
- 1 unit of barbed devil hide

Bearded Devil
- 1 unit of bearded devil beard

Bone Devil
- 1 unit of bone devil poison

Erinyes
- 2 units of erinyes feathers

Horned Devil
- 2 units of horned devil horns
- 2 units of horned devil wings

Ice Devil
- 4 units of ice devil carapace
- 1 unit of ice devil mandibles

Imp
- 1/4 units of imp wings

Pit Fiend
- 4 units of pit fiend hide
- 2 units of pit fiend horns
- 2 units of pit fiend wings

Spined Devil
- 1 unit of spined devil hide
- 2 units of spined devil wings

Dinosaurs

Allosaurus
- 2 units of allosaurus claws
- 4 units of allosaurus hide

Ankylosaurus
- 6 units of ankylosaurus hide

Plesiosaurus
- 4 units of plesiosaurus hide

Triceratops
- 6 units of triceratops hide
- 3 units of triceratops horns

Pteranodon
- 2 units of pteranodon wings

Tyrannosaurus Rex
- 6 units of tyrannosaurus rex hide
- 4d4 units of tyrannosaurus rex teeth

Displacer Beast
- 4 unit of displacer beast hide
- 2 units of displacer beast tentacles

Doppelganger
- 1 unit of doppelganger brain
- 2 units of doppelganger flesh

Dracolich

Dracolich, Adult
An adult dracolich has the same materials as the base dragon with the following parts and modifications

- It only have 1d6 units of adult dragon scales

Dracolich, Ancient

An ancient dracolich has the same materials as the base dragon with the following parts and modifications

- It only have 1d8 units of ancient dragon scales

Dragon, Shadow

A shadow dragon has the same materials as the base dragon, plus the following parts and modifications

- 1 unit of shadow dragon dust
- The dragon essential organ is replaced by a shadow dragon essential organ
- The dragon scales are renamed as shadow dragon scales (do the same for claws, horns, teeth, wings, and so on)

Dragons

All dragons share the same base parts a character can harvest, and the only way to differentiate them is by the dragon kin (black, blue, brass, bronze, copper, gold, green, red, silver, and white). Feel free to add special or unique parts to each dragon type.

Ancient Dragon

- 4d4 units of ancient dragon claws
- 1 unit of ancient dragon essential organ
- 2 units of ancient dragon horns
- 8 units of ancient dragon scales
- 4d4 units of ancient dragon teeth
- 8 units of ancient dragon wings

Adult Dragon

- 4d4 units of adult dragon claws
- 1 unit of adult dragon essential organ
- 2 units of adult dragon horns
- 6 units of adult dragon scales
- 4d4 units of adult dragon teeth
- 6 units of adult dragon wings

Young Dragon

- 1d4 units of young dragon claws
- 1 unit of young dragon essential organ
- 2 units of young dragon horns
- 4 units of young dragon scales
- 2d4 units of young dragon teeth
- 4 units of young dragon wings

Dragon Wyrmling

- 2 units of dragon wyrmling claws
- 1 unit of dragon wyrmling essential organ
- 2 units of dragon wyrmling horns
- 2 units of dragon wyrmling scales
- 1d4 units of dragon wyrmling teeth
- 2 units of dragon wyrmling wings

Dragon Turtle

- 6d6 units of dragon turtle claws
- 12 units of dragon turtle hide
- 12 units of dragon turtle shell fragments

Drider

- 1d8 drider legs
- 1 unit of drider web sac

Dryad

- 1 unit of dryad heart

Elementals

Air Elemental

- 1 unit of elemental dust

Earth Elemental

- 1 unit of elemental rock shards

Fire Elemental

- 1 unit of elemental molten core

Water Elemental

- 1 unit of elemental water

Empyrean

- 1 unit of empyrean heart

Ettercap

- 1 unit of ettercap claws
- 1 unit of ettercap poison
- 1 unit of ettercap silk gland

Ettin

- 2 units of ettin tusk
- 2d4 units of ettin toes

Faerie Dragon

All faerie dragons share the same parts a character can harvest, and the only way to differentiate them is by the faerie dragon's scales color, which are divided in two groups: the younger ones (red, orange, and yellow), and the old ones (green, blue, indigo, and violet). Feel free to add special or unique parts to each faerie dragon type.

- 1/4 units of faerie dragon essential organ
- 1/4 unit of faerie dragon scales

Flumph

- 1 unit of flumph foul-smelling liquid
- 1 unit of flumph tendrils

Fomorian

- 1 unit of fomorian evil eye
- 2d4 units of fomorian fingers

Fungi

Gas Spore

- 2 units of gass spore poisonous gas

Violet Fungus

- 1 unit of violet fungus stalks

Galeb Duhr

- 1 unit of galeb duhr rocky skin

Gargoyle

- 1 unit of gargolye rocky skin

Ghost

- 1 unit of ghost ectoplasm

GHOULS

GHAST

- 1 unit of ghast claws
- 1 unit of ghast stench

GHOUL

- 1 unit of ghoul claws

GIANTS

All giants share the same base parts a character can harvest, and the only way to differentiate them is by the giant race (cloud, fire, frost, hill, stone, and storm). Feel free to add special or unique parts to each giant race.

GIANT

- 1 unit of giant heart
- 2d4 units of giant toes

GIBBERING MOUTHER

- 1 unit of gibbering mouther eyes
- 1 unit of gibbering mouther spittle gland

GORGON

- 2 units of gorgon hide
- 2 units of gorgon horns
- 1 unit of gorgon petrifying gas sac

GRELL

- 1 unit of grell beak
- 1d4 units of grell tentacles

GRICKS

GRICK

- 1 unit of grick beak
- 1 unit of grick hide
- 1d4 units of grick tentacles

GRICK ALPHA

- 1 unit of grick alpha beak
- 2 units of grick alpha hide
- 1d4 units of grick alpha tentacles

GRIFFON

- 2 units of griffon claws
- 2 units of griffon feathers

HAGS

All hags share the same base parts a character can harvest, and the only way to differentiate them is by the hag type (green, night, and sea). Feel free to add special or unique parts to each hag type.

- 1 unit of hag claws
- 1 unit of hag heart

HARPY

- 1 unit of harpy feathers

HELL HOUND

- 1 unit of hell hound essential organ
- 1 unit of hell hound hide
- 1 unit of hell hound teeth

HIPPOGRIFF

- 2 units of hippogriff claws
- 2 units of hippogriff feathers

HOOK HORROR

- 2 units of hook horror carapace
- 2 units of hook horror hooks

HYDRA

- 9 units of hydra scales
- 4d4 units of hydra teeth

INTELLECT DEVOURER

- 1 unit of intellect devourer brain matter
- 1 unit of intellect devourer claws

KENKU

- 1 unit of kenku feathers

KRAKEN

- 15 units of kraken hide
- 4 units of kraken ink sac
- 15 units of kraken scales
- 6d4 units of kraken teeth
- 2d4 units of kraken tentacles

LAMIA

- 2 units of lamia claws
- 1 unit of lamia heart

LICH

- 1 unit of lich ectoplasm

MAGMIN

- 1 unit of magmin molten skin

MANTICORE

- 1 unit of maticore tail spike
- 2 units of manticore teeth
- 2 units of manticore wings

MEDUSA

- 1 unit of medusa head

MEPHITS

All mephits share the same base parts a character can harvest, and the only way to differentiate them is by their type (dust, ice, magma, mud, smoke, and steam). Feel free to add special or unique parts to each mephit.

MEPHIT

- 1 unit of mephit core

MERFOLK

- 1 unit of merfolk hide

Merrow

- 2 units of meerow hide

Mind Flayer

- 1 unit of mind flayer brain
- 1 unit of mind flayer tentacles

Minotaur

- 2 units of minotaur horns

Mummies

Mummy

- 1 unit of mummy heart
- 2 units of mummy wrappings

Mummy Lord

- 2 units of mummy lord dust
- 2 units of mummy lord wrappings

Myconids

Myconid Sprout

- 1 unit of myconid sprout spores

Myconid Adult

- 1 unit of myconid adult spores

Myconid Sovereign

- 2 units of myconid sovereign spores

Nagas

Bone Naga

- 2d4 units of bone naga fangs

Guardian Naga

- 2d4 units of guardian naga fangs
- 2 units of guardian naga scales
- 1 unit of guardian naga poison gland

Spirit Naga

- 2d4 units of spirit naga fangs
- 2 units of spirit naga scales

Nightmare

- 1 unit of nightmare hooves

Nothic

- 1 unit of nothic claws
- 1 unit of nothic eye

Ogres

Ogre

- 2d4 units of ogre toes

Half-Ogre

- 1d4 units of half ogre toes

Oni

- 1 unit of oni claws
- 1 unit of oni ivory horns
- 2d4 units of oni toes

Oozes

Black Pudding

- 2 units of black pudding goo

Gelatinous Cube

- 2 units of gelatinous cube gel

Gray Ooze

- 1 unit of gray ooze slime

Ochre Jelly

- 2 units of ochre jelly slime

Otyugh

- 2 units of otyugh teeth
- 2 units of otyugh tentacles

Owlbear

- 1 unit of owlbear claws
- 2 units of owlbear feathers
- 1 unit of owlbear hide

Pegasus

- 2 units of pegasus feathers
- 1 unit of pegasus hooves

Peryton

- 1 unit of peryton antlers
- 1 unit of peryton feathers
- 1 unit of peryton talons

Piercer

- 1 unit of piercer hide

Pixie

- 1/4 units of pixie dust

Pseudodragon

- 1/4 units of pseudodragon scales
- 1/4 units of pseudodragon venom

Purple Worm

- 8 units of purple worm hide
- 4d4 units of purple worm teeth
- 2d4 units of purple worm venom

Quaggoth

- 1 unit of quaggoth claws
- 1 unit of quaggoth hide

Remorhazes

Young Remorhaz

- 2 units of young remorhaz carapace
- 1 unit of young remorhaz heat organ
- 2d4 units of young remorhaz legs

Remorhaz

- 4 units of remorhaz carapace
- 1 unit of remorhaz heat organ
- 3d4 units of remorhaz legs

ROC
- 8 units of roc feathers
- 2d4 units of roc talons

ROPER
- 2 units of roper hide
- 1d6 units of roper tendrils
- 1d4 units of roper teeth

RUST MONSTER
- 1 unit of rust monster antennae
- 1 unit of rust monster carapace

SALAMANDERS

FIRE SNAKE
- 1 unit of fire snake scales

SALAMANDER
- 2 units of salamander scales

SHADOW
- 1 unit of shadow ectoplasm
- 1 unit of shadow dust

SHAMBLING MOUND
- 1 unit of shambling mound root-stem
- 2 units of shambling mound vines

SLAADI

Note: A slaad only have a control gem if it was born from the Spawning Stone in Limbo.

RED SLAAD
- 1 unit of red slaad claws
- 1 unit of red slaad control gem
- 1d4 units of slaad eggs
- 1 unit of red slaad hide

BLUE SLAAD
- 1 unit of blue slaad claws
- 1 unit of blue slaad control gem
- 2 units of blue slaad hide

GREEN SLAAD
- 1 unit of green slaad claws
- 1 unit of green slaad control gem
- 2 units of green slaad hide

GRAY SLAAD
- 1 unit of gray slaad claws
- 1 unit of gray slaad control gem
- 1 unit of gray slaad hide

DEATH SLAAD
- 1 unit of death slaad claws
- 1 unit of death slaad control gem
- 1 unit of death slaad hide

SPECTER
- 1 unit of specter ectoplasm
- 1 unit of specter dust

SPHINXES

ANDROSPHINX
- 2 units of androsphinx feathers
- 2 units of androsphinx hide

GYNOSPHINX
- 2 units of gynosphinx feathers
- 2 units of gynosphinx hide

SPRITE
- 1/4 units of sprite dust

SUCCUBUS/INCUBUS
- 1 unit of succubus/incubus claws
- 1 unit of succubus/incubus wings

TARRASQUE
- 15 units of tarrasque carapace
- 15 units of tarrasque hide
- 6d4 units of tarrasque teeth
- 6d4 units of tarrasque horns

THRI-KREEN
- 1 unit of thri-kreen carapace
- 1 unit of thri-kreen venom

TREANT
- 6 units of treant bark
- 4d4 units of treant branches
- 4d4 units of treant roots

UMBER HULK
- 3 units of umber hulk carapace
- 2 units of umber hulk mandibles

UNICORN
- 1 unit of unicorn hooves
- 1 unit of unicorn horn

VAMPIRES

VAMPIRE
- 1 unit of vampire dust
- 1 unit of vampire fangs
- 1 unit of vampire heart

VAMPIRE SPAWN
- 1 unit of vampire spawn dust
- 1 unit of vampire spawn fangs
- 1 unit of vampire spawn heart

WILL-O'-WHISP
- 1/4 unit of will-o'-whisp dust
- 1/4 unit of will-o'-whisp ectoplasm

WRAITH
- 1 unit of wraith dust
- 1 unit of wraith ectoplasm

WYVERN
- 2 units of wyvern scales
- 1 unit of wyvern stinger
- 1 unit of wyvern teeth
- 2 units of wyvern venom
- 2 units of wyvern wings

XORN
- 1 unit of xorn rocky hide
- 1d4 units of xorn teeth

YETI

YETI
- 2 units of yeti hide
- 2 units of yeti horns
- 2 units of yeti eyes

ABOMINABLE YETI
- 3 units of yeti hide
- 2 units of yeti horns
- 2 units of yeti eyes

YUAN-TI

YUAN-TI ABOMINATION
- 2 units of yuan-ti abomination scales
- 1 unit of yuan-ti abomination fangs
- 1 unit of yuan-ti abomination venom

YUAN-TI MALISON
- 1 unit of yuan-ti malison scales
- 1 unit of yuan-ti malison venom

MISCELANEOUS CREATURES

APE
- 1 unit of ape hide

AWAKENED SHRUB
- 1/2 unit of awakened shrub twigs

AWAKENED TREE
- 3 units of wood

AXE BEAK
- 2 units of axe beak feathers

BABOON
- 1/2 unit of baboon hide

BADGER
- 1/4 units of badger pelt

BAT
- 1/4 units of bat wings

BLACK BEAR
- 1 unit of black bear hide

BLINK DOG
- 1 unit of blink dog hide

BLOOD HAWK
- 1/2 units of blood hawk feathers

BOAR
- 1 unit of boar hide
- 1 unit of boar tusks

BROWN BEAR
- 2 units of brown bear hide

CAMEL
- 2 units of camel hide

CAT
- 1/4 unit of cat pelt

CONSTRICTOR SNAKE
- 2 units of constrictor snake skin

CRAB
- 1/4 unit of crab carapace

CROCODILE
- 2 units of crocodile hide
- 2 units of crocodile teeth

DEATH DOG
- 1 unit of death dog pelt

DEER
- 1 unit of deer hide

DIRE WOLF
- 2 units of dire wolf pelt

DRAFT HORSE
- 1 unit of draft horse hooves

EAGLE
- 1/2 units of eagle feathers

ELEPHANT
- 6 units of elephant hide
- 2 units of elephant tusks

ELK
- 1 unit of elk antlers
- 2 units of elk hide

FLYING SNAKE
- 1/4 units of flying snake feathers
- 1/4 units of flying snake hide

GIANT APE
- 3 units of giant ape hide

GIANT BADGER
- 1 unit of giant badger hide

GIANT BAT
- 2 units of giant bat hide
- 2 units of giant bat wings

Giant Boar
- 2 units of giant boar hide
- 2 units of giant boar tusks

Giant Centipede
- 1/2 units of giant centipede poison

Giant Constrictor Snake
- 4 units of giant constrictor snake skin

Giant Crab
- 1 unit of giant crab carapace

Giant Crocodile
- 4 units of giant crocodile hide
- 3 units of giant crocodile teeth

Giant Eagle
- 2 units of giant eagle feathers

Giant Elk
- 1 unit of giant elk antlers
- 4 units of giant elk hide

Giant Fire Beetle
- 1 unit of giant fire beetle carapace
- 1 unit of giant fire beetle glowing glands

Giant Frog
- 1 unit of giant frog skin
- 1 unit of giant frog tongue

Giant Goat
- 2 units of giant goat pelt
- 1 unit of giant goat horns

Giant Hyena
- 2 units of giant hyena pelt

Giant Lizard
- 2 units of giant lizard scales

Giant Octopus
- 3 units of giant octopus tentacles
- 1 unit of giant octopus ink sac

Giant Owl
- 2 units of giant owl feathers

Giant Poisonous Snake
- 1 unit of giant poisonous snake skin
- 1 unit of giant poisonous snake poison

Giant Rat
- 1/2 units of giant rat hide

Giant Scorpion
- 2 units of giant scorpion carapace
- 2 units of giant scorpion claws
- 1 unit of giant scorpion sting
- 1 unit of giant scorpion venom sac

Giant Sea Horse
- 2 units of giant sea horse hide

Giant Shark
- 4 units of giant shark skin

Giant Spider
- 1 unit of giant spider venom
- 1 unit of giant spider web sac

Giant Toad
- 1 unit of giant toad tongue
- 2 units of giant toad skin

Giant Vulture
- 2 units of giant vulture feathers

Giant Wasp
- 1 unit of giant wasp stinger

Giant Weasel
- 1 unit of giant weasel hide

Giant Wolf Spider
- 1 unit of giant wolf spider venom
- 1 unit of giant wolf spider web sac

Goat
- 1 unit of goat pelt

Hawk
- 1/4 units of hawk feathers

Hunter Shark
- 2 units of hunter shark skin

Hyena
- 1 unit of hyena pelt

Jackal
- 1 unit of jackal pelt

Killer Whale
- 4 units of killer whale skin

Lion
- 2 units of lion hide

Lizard
- 1/4 units of lizard scales

Mammoth
- 4 units of mammoth hide
- 2 units of mammoth tusks

Mastiff
- 1 unit of mastiff hide

Mule
- 1 unit of mule hide

Octopus
- 1 unit of octopus tentacles
- 1/2 unit of octopus ink sac

Owl
- 1/4 units of owl feathers

PANTHER
- 1 unit of panther hide

PHASE SPIDER
- 1 unit of phase spider venom
- 1 unit of phase spider web sac

POISONOUS SNAKE
- 1/4 units of poisonous snake skin
- 1/4 unit of poisonous snake poison

POLAR BEAR
- 2 units of polar bear hide

PONY
- 1 unit of pony hooves

RAT
- 1/4 units of rat pelt

RAVEN
- 1/4 units of raven feathers

REEF SHARK
- 1 unit of reef shark skin

RHINOCEROS
- 2 units of rhinoceros hide
- 2 units of rhinoceros horns

RIDING HORSE
- 1 unit of riding horse hooves

SABER-TOOTHED TIGER
- 2 units of saber-toothed tiger hide
- 1 unit of saber-toothed tiger fangs

SCORPION
- 1/4 units of scorpion venom

SPIDER
- 1/4 units of spider venom

TIGER
- 2 units of tiger hide

VULTURE
- 1 unit of vulture feathers

WARHORSE
- 1 unit of warhorse hooves

WEASEL
- 1/4 units of weasel pelt

WINTER WOLF
- 2 units of winter wolf hide

WOLF
- 1 unit of wolf hide

WORG
- 2 units of worg hide